

2v2 BEER PONG TOURNEY

6 Cups 2 Balls 10 minutes

- each player on a team throws one ball per round
- coin flip to determine starting possession
- Sunk cups must be drunk
- the elbow must always stay behind the edge of the table when throwing
- If both players sink, the team may throw again (“balls back”)
- “balls back” stacks indefinitely
- A bounce on table + sink 1 cup is 2 cups, defending team can swat the ball
- the teams take turns throwing
- Each team has 1 reset (Gentleman's, auto reset for 2 cups)
- Spinning blow-outs are permitted (Blowing spinning ball out before it sinks)
- When the last cup has been sunk, the defending team has a chance at “redemption” and may go again
- if both teammates sink during redemption, the game continues
- “Island” permitted (can be used by each player once in the game. If a cup stands alone (without touching others), the player can call "Island" on the cup. If the named cup is sunk, it counts as two. However, if the player sinks an unnamed cup instead, the sink will not count)

END CONDITIONS

1. Team sinks all 6 of opposing team's cups
2. 10-minute timer goes off
 - a. Team with more cups wins
 - b. Tied game—sudden death, possession retained
 - i. First team to make less cups than other team loses

**** Fingering and/or other rules for Beer Pong not mentioned do not apply****

\$10 PER TEAM - GRANTS YOU ENTRY